

# CC256x TI Bluetooth Stack AssistedA2DPSinkDemo App

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## Demo Overview

The Assisted Advanced Audio Distribution Profile (A3DP) Sink allows a device to act as an Audio sink and can control and stream audio on an Audio source.

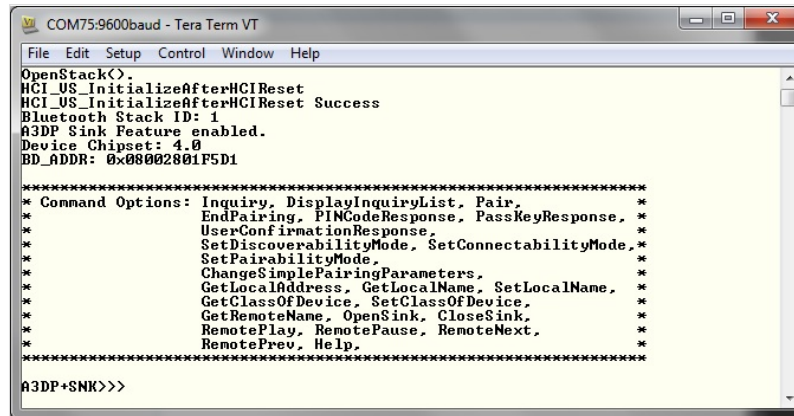
It is recommended that the user visits the kit setup [Getting Started Guide for MSP430](http://processors.wiki.ti.com/index.php/CC256x_MSP430_TI's_Bluetooth_Stack_Basic_Demo_APPS) ([http://processors.wiki.ti.com/index.php/CC256x\\_MSP430\\_TI's\\_Bluetooth\\_Stack\\_Basic\\_Demo\\_APPS](http://processors.wiki.ti.com/index.php/CC256x_MSP430_TI's_Bluetooth_Stack_Basic_Demo_APPS)), [Getting Started Guide for Tiva](http://processors.wiki.ti.com/index.php/TIVA_TI's_Bluetooth_Stack_Basic_Demo_APPS) ([http://processors.wiki.ti.com/index.php/TIVA\\_TI's\\_Bluetooth\\_Stack\\_Basic\\_Demo\\_APPS](http://processors.wiki.ti.com/index.php/TIVA_TI's_Bluetooth_Stack_Basic_Demo_APPS)), [Getting Started Guide for MSP432](http://www.ti.com/lit/ug/swru453a/swru453a.pdf) (<http://www.ti.com/lit/ug/swru453a/swru453a.pdf>) or [Getting Started Guide for STM32F4](http://www.ti.com/lit/ug/swru428/swru428.pdf) (<http://www.ti.com/lit/ug/swru428/swru428.pdf>) pages before trying the application described on this page.

 Note : **The same instructions can be used to run this demo on the Tiva, MSP432 or STM32F4 Platforms.**

 Note: **An external codec MUST be connected to the CC256x I2S/PCM interface to play audio except for the BT-MSPAUDSINK Reference Design board.**

## Running the Bluetooth Code

Once the code is flashed, connect the board to a PC using a miniUSB or microUSB cable. Once connected, wait for the driver to install. It will show up as **MSP-EXP430F5438 USB - Serial Port(COM x)**, **Tiva Virtual COM Port (COM x)**, **XDS110 Class Application/User UART (COM x)** for MSP432, under Ports (COM & LPT) in the Device manager. Attach a Terminal program like PuTTY to the serial port x for the board. The serial parameters to use are 115200 Baud (9600 for MSP430), 8, n, 1. Once connected, reset the device using Reset S3 button (located next to the mini USB connector for the MSP430) and you should see the stack getting initialized on the terminal and the help screen will be displayed, which shows all of the commands.



```

COM75:9600baud - Tera Term VT
File Edit Setup Control Window Help
OpenStack(<).
HCI_US_InitializeAfterHCIRReset
HCI_US_InitializeAfterHCIRReset Success
Bluetooth Stack ID: 1
A3DP Sink Feature enabled.
Device Chipset: 4.0
BD_ADDR: 0x08002801F5D1

*****
* Command Options: Inquiry, DisplayInquiryList, Pair,
*                   EndPairing, PINCodeResponse, PassKeyResponse,
*                   UserConfirmationResponse,
*                   SetDiscoverabilityMode, SetConnectabilityMode,
*                   SetPairabilityMode,
*                   ChangeSimplePairingParameters,
*                   GetLocalAddress, GetLocalName, SetLocalName,
*                   GetClassOfDevice, SetClassOfDevice,
*                   GetRemoteName, OpenSink, CloseSink,
*                   RemotePlay, RemotePause, RemoteNext,
*                   RemotePrev, Help.
*****

A3DP+SNK>>>

```

## Demo Application

This section provides a description of how to use the demo application to connect an audio source to it and communicate over Bluetooth.

### Device 1 (Sink) setup on the demo application

- Follow the steps in the running the bluetooth code section to setup the sink.
- Set the name of the device. In the A3DP+SNK>>> prompt enter **SetLocalName a3dpmSP430**. Note that you can replace a3dpmSP430 with any other name.
- If you are connecting to an Apple Device, you will need to set the class of device as well. In the A3DP+SNK>>> prompt enter **SetClassOfDevice 0x040424**. This sets the class of device to a headset.
- Open the A3DP sink. In the A3DP+SNK>>> prompt enter **OpenSink**. This opens an A3DP endpoint.

```

*****
* Command Options: Inquiry, DisplayInquiryList, Pair,
*                   EndPairing, PINCodeResponse, PassKeyResponse,
*                   UserConfirmationResponse,
*                   SetDiscoverabilityMode, SetConnectabilityMode,
*                   SetPairabilityMode,
*                   ChangeSimplePairingParameters,
*                   GetLocalAddress, GetLocalName, SetLocalName,
*                   GetClassOfDevice, SetClassOfDevice,
*                   GetRemoteName, OpenSink, CloseSink,
*                   RemotePlay, RemotePause, RemoteNext,
*                   RemotePrev, Help,
*****

A3DP+SNK>>SetLocalName a3dpmsp430
Local Device Name: a3dpmsp430. b)

A3DP+SNK>>setClassOfDevice 0x040424
Class of Device: 0x040424. c)

A3DP+SNK>>opensink
A3DP Endpoint opened successfully. d)

A3DP+SNK>>

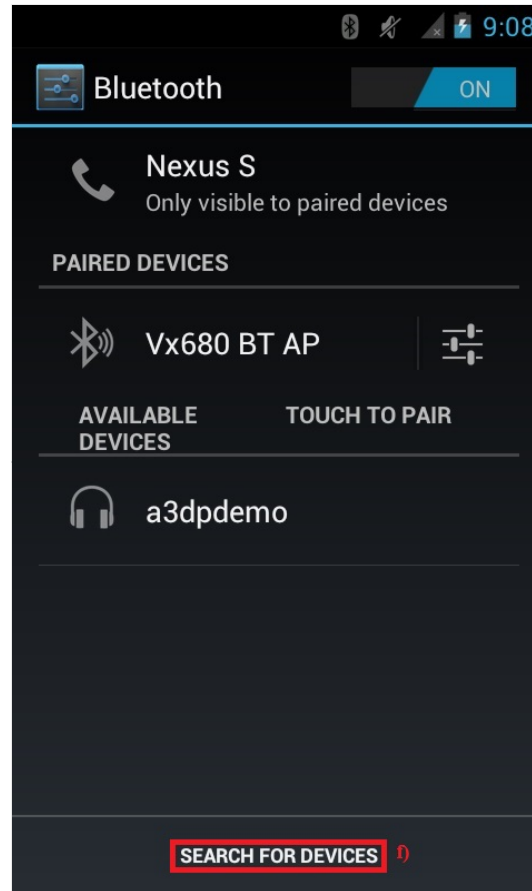
```

## Device 2 (Source) setup

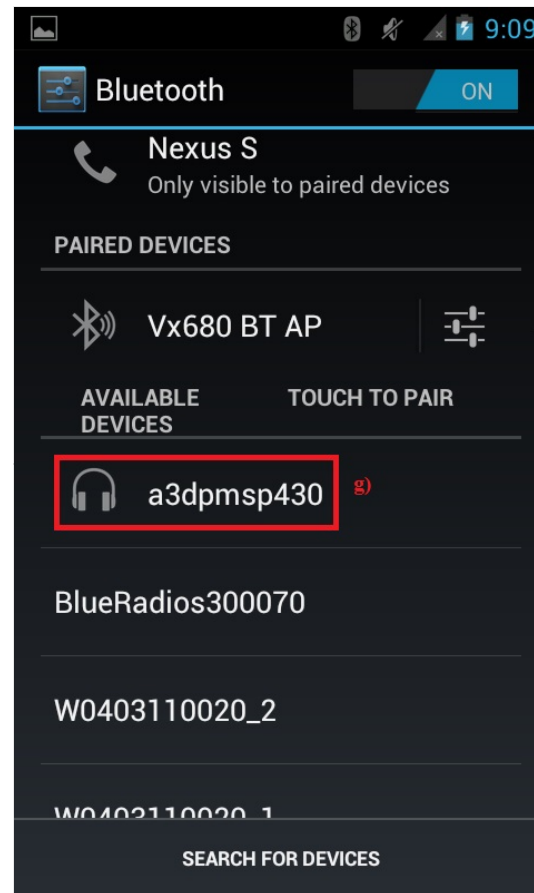
The A3DP source can be any application that can transmit audio. For our example, we will use an android phone as the demo.

e) Open the bluetooth settings menu on the android phone(Settings->Bluetooth). We should get a menu like this.

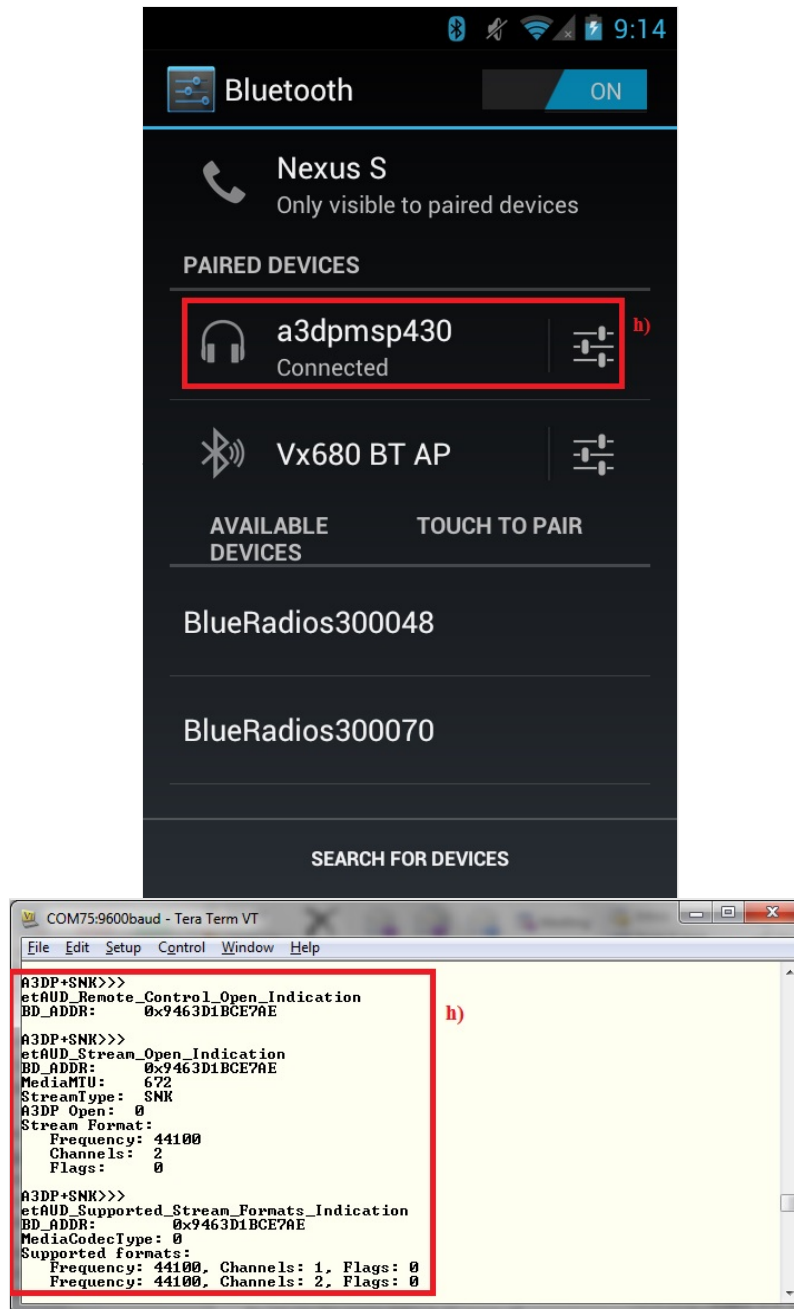
f) Hit on search for devices. The phone should begin looking for other bluetooth devices.



g) A A3DPDemo should appear like shown below in the picture. Click on the device to begin pairing.



h) After the devices are paired, the device should show connected on the phone side and on the MSP430.

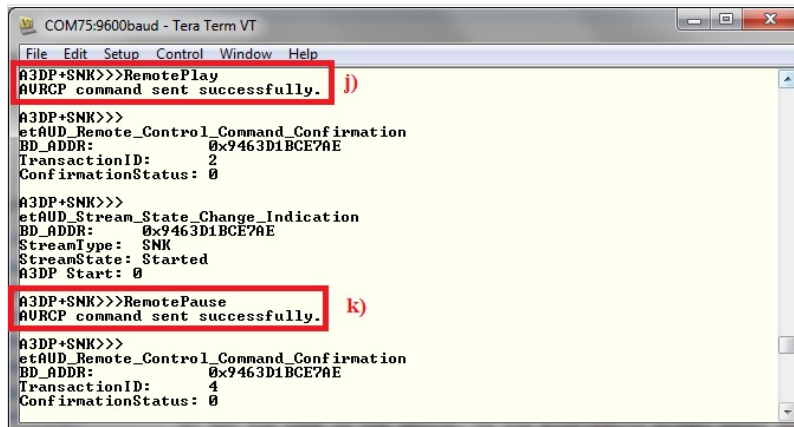


i) You can now control the audio of device 2 from the sink reference board board.

### A3DP Commands

j) Open any music application, In the A3DP+SNK>>> prompt enter **RemotePlay**. A track starts playing on the device.

k) In the A3DP+SNK>>> prompt enter **RemotePause**. The current track is paused.



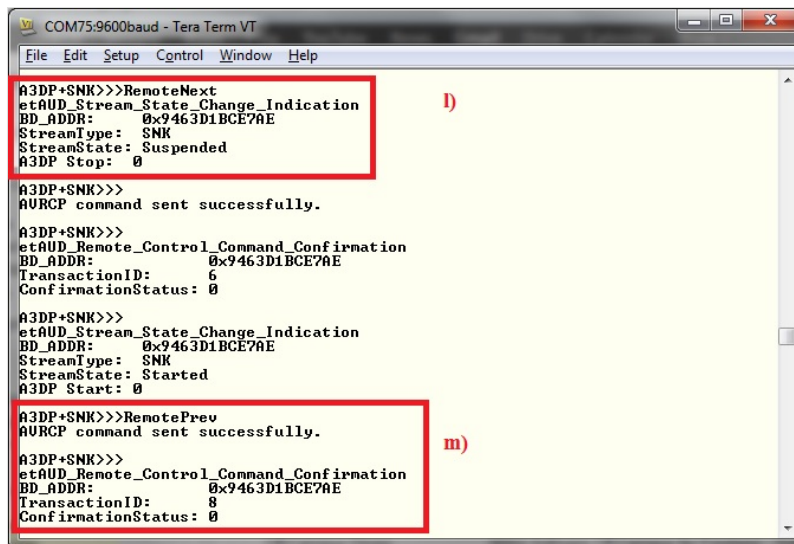
```

COM75:9600baud - Tera Term VT
File Edit Setup Control Window Help
A3DP+SNK>>>RemotePlay
AURCP command sent successfully. j)
A3DP+SNK>>>
etAUD_Remote_Control_Command_Confirmation
BD_ADDR: 0x9463D1BCE7AE
TransactionID: 2
ConfirmationStatus: 0
A3DP+SNK>>>
etAUD_Stream_State_Change_Indication
BD_ADDR: 0x9463D1BCE7AE
StreamType: SNK
StreamState: Started
A3DP Start: 0
A3DP+SNK>>>RemotePause
AURCP command sent successfully. k)
A3DP+SNK>>>
etAUD_Remote_Control_Command_Confirmation
BD_ADDR: 0x9463D1BCE7AE
TransactionID: 4
ConfirmationStatus: 0

```

l) In the A3DP+SNK>>> prompt enter **RemoteNext**. The next track is played.

m) In the A3DP+SNK>>> prompt enter **RemotePrev**. The previous track is played.



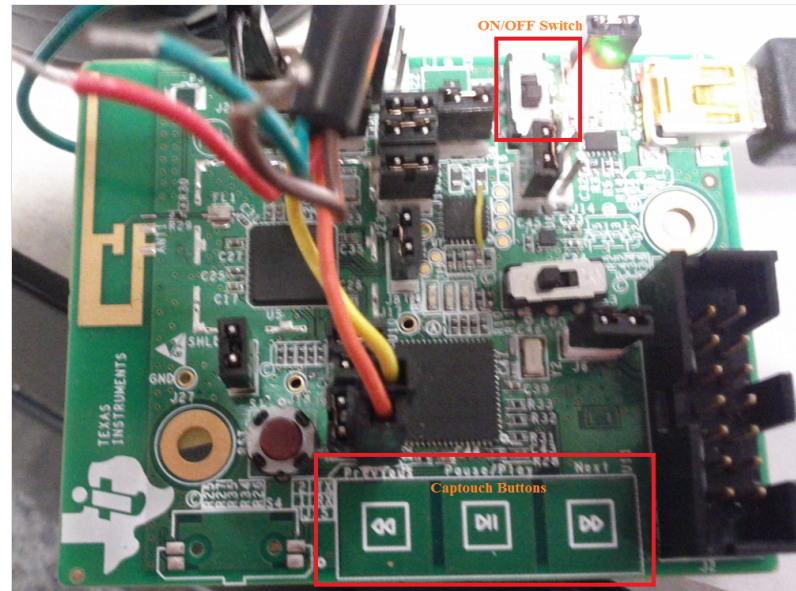
```

COM75:9600baud - Tera Term VT
File Edit Setup Control Window Help
A3DP+SNK>>>RemoteNext
etAUD_Stream_State_Change_Indication
BD_ADDR: 0x9463D1BCE7AE
StreamType: SNK
StreamState: Suspended
A3DP Stop: 0 l)
A3DP+SNK>>>
AURCP command sent successfully.
A3DP+SNK>>>
etAUD_Remote_Control_Command_Confirmation
BD_ADDR: 0x9463D1BCE7AE
TransactionID: 6
ConfirmationStatus: 0
A3DP+SNK>>>
etAUD_Stream_State_Change_Indication
BD_ADDR: 0x9463D1BCE7AE
StreamType: SNK
StreamState: Started
A3DP Start: 0
A3DP+SNK>>>RemotePrev
AURCP command sent successfully. m)
A3DP+SNK>>>
etAUD_Remote_Control_Command_Confirmation
BD_ADDR: 0x9463D1BCE7AE
TransactionID: 8
ConfirmationStatus: 0

```

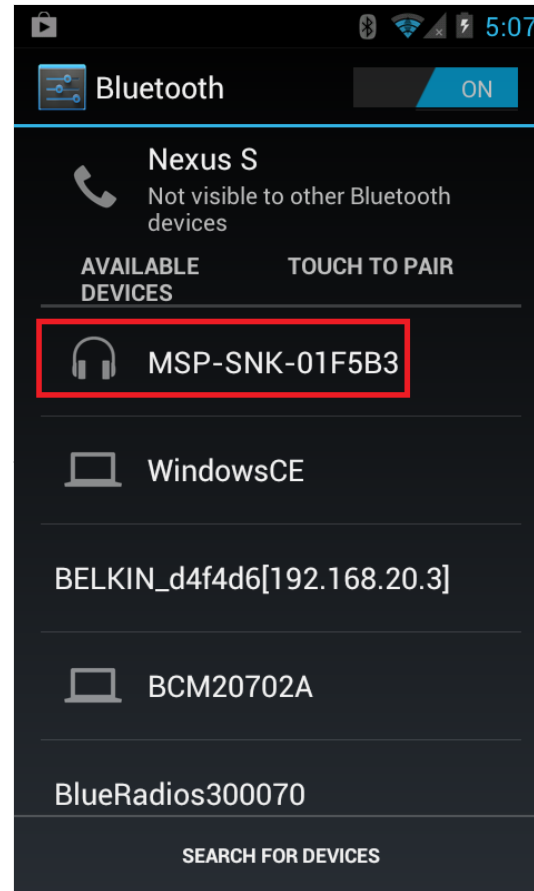
## Sink Reference Board Demo Application

To use the Assisted A2DP profile (A3DP) on the Sink Reference board, Make sure that the profile is flashed and the device is powered up and the switch is turned On.

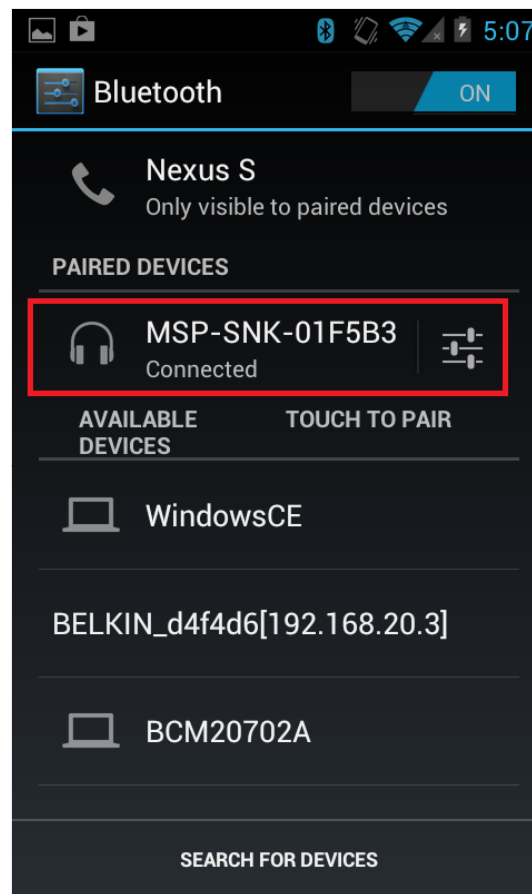


1) On the Phone Side, Make sure Bluetooth is turned on. Begin Searching for devices.

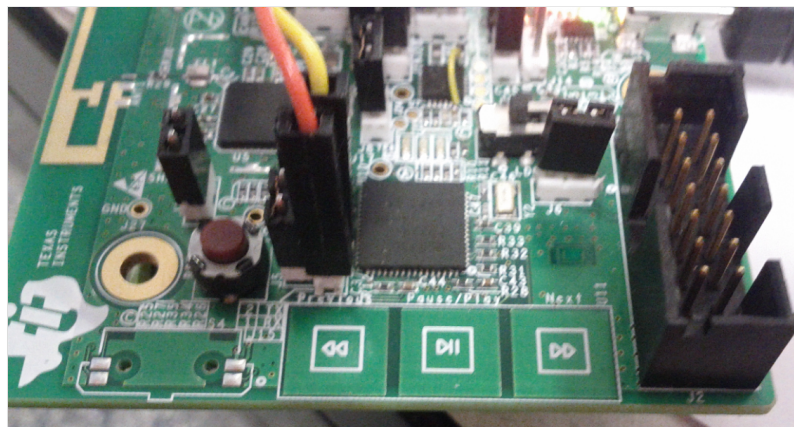




2) Once discovery is done, connect and pair with the MSP-SNK-01F5B3.

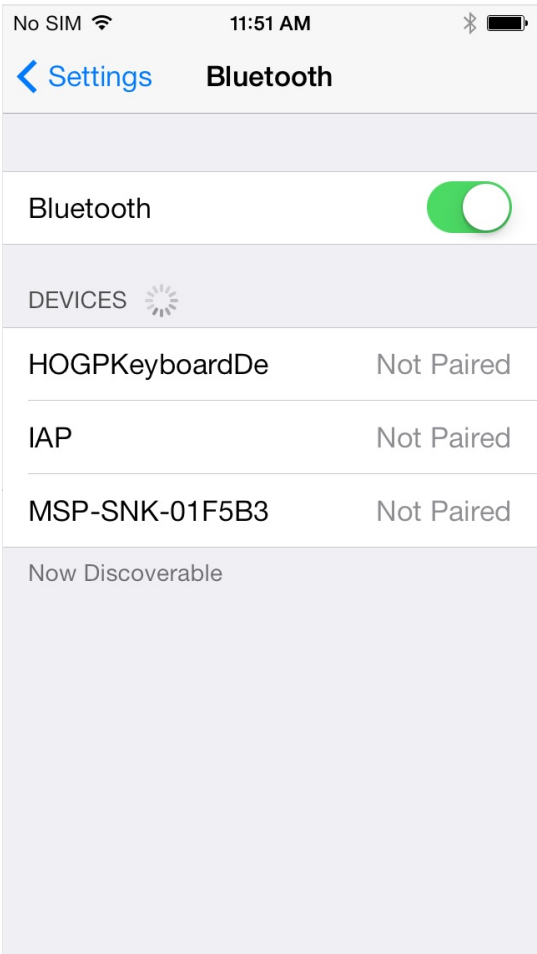


3) Open up a music player. To play a song, press Play using the middle Captouch Button. To pause the song, Press the same button. To go to the Next song, press the >> on the Captouch Button and to go the Prev song, press the << on the Captouch Button.

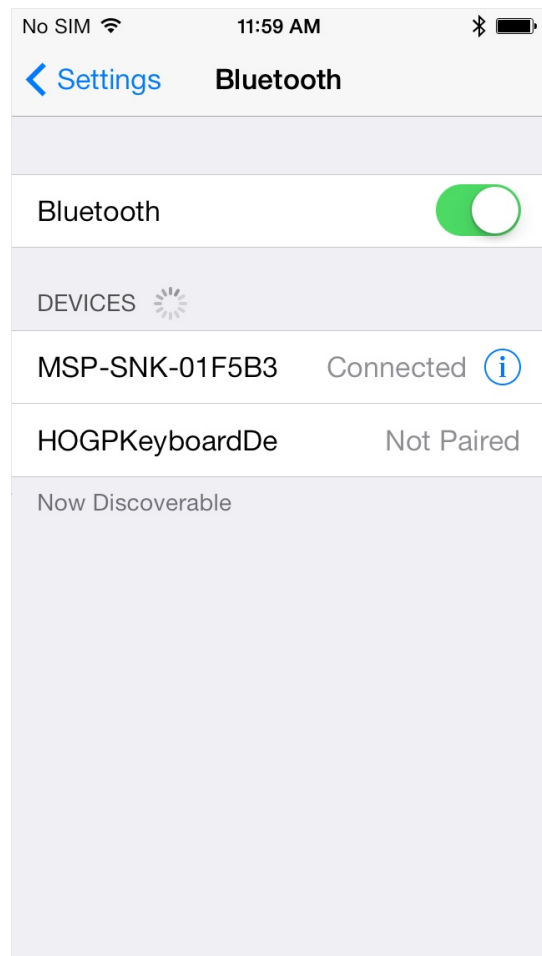


# Multiple Source Demo

- 1) The A3DP Sink app allows for multiple sources to connect at the same time. With the Sink Reference board, connect and pair with an Android device as shown in the previous section.
- 2) Begin playing audio on the Android Device.
- 3) From another phone, begin searching for the sink device. We use an iPhone here.



- 4) Connect and pair with the sink device, the audio should pause on the Android device.



```
COM78:9600baud - Tera Term VT
File Edit Setup Control Window Help
A3DP+SNK>
atIOCapabilityResponse: 0xDC86D8E32BF7
Capabilities: Display Yes/No
A3DP+SNK>
atIOCapabilityRequest: 0xDC86D8E32BF7
Auth success.
A3DP+SNK>
atUserConfirmationRequest: 0xDC86D8E32BF7
Auto Accepting: 825937
GAP_Authentication_Response success.
A3DP+SNK>Un-handled Auth. Event.
A3DP+SNK>
atLinkKeyCreation: 0xDC86D8E32BF7
Link Key array full.
A3DP+SNK>
etAUD_Signalling_Channel_Open_Indication
```

5) Begin playing audio on the iPhone. It should play if you play audio from the android device, the iPhone will pause and the audio from the Android device will start.

# Application Commands

TI's Bluetooth stack is implementation of the upper layers of the Bluetooth protocol stack. TI's Bluetooth stack provides a robust and flexible software development tool that implements the Bluetooth Protocols and Profiles above the Host Controller Interface (HCI). TI's Bluetooth stack's Application Programming Interface (API) provides access to the upper-layer protocols and profiles and can interface directly with the Bluetooth chips.

This page describes the various commands that a user of the application can use. Each command is a wrapper over a TI's Bluetooth stack API which gets invoked with the parameters selected by the user. This is a subset of the APIs available to the user. TI's Bluetooth stack API documentation (**TI\_Bluetooth\_Stack\_Version-Number\Documentation** or for STM32F4, **TI\_Bluetooth\_Stack\_Version-Number\RTOS\_VERSION\Documentation**) describes all of the API's in detail.

## Generic Access Profile Commands

The Generic Access Profile defines standard procedures related to the discovery and connection of Bluetooth devices. It defines modes of operation that are generic to all devices and allows for procedures which use those modes to decide how a device can be interacted with by other Bluetooth devices. Discoverability, Connectability, Pairability, Bondable Modes, and Security Modes can all be changed using Generic Access Profile procedures. All of these modes affect the interaction two devices may have with one another. GAP also defines the procedures for how bond two Bluetooth devices.

### Help (DisplayHelp)

#### Description

The DisplayHelp command will display the Command Options menu. Depending on the UI\_MODE of the device (Server or Client), different commands will be used in certain situations. The Open and Close commands change their use depending on the mode the device is in.

#### Parameters

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the Help Menu.

#### Possible Return Values

The return value is always 0

### Inquiry

#### Description

The Inquiry command is responsible for performing a General Inquiry for discovering Bluetooth Devices. The command requires that a valid Bluetooth Stack ID exists before running. This command returns zero on a successful call or a negative value if an error occurred during execution. The inquiry will last 10 seconds unless 20 devices (MAX\_INQUIRY\_RESULTS) are found before that time limit.

#### Parameters

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the Inquiry.

#### Possible Return Values

- (0) Successful Inquiry Procedure
- (-1) BTPS\_ERROR\_INVALID\_PARAMETER
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR
- (-58) BTPS\_ERROR\_INVALID\_MODE

#### API Call

*GAP\_Perform\_Inquiry(BluetoothStackID, itGeneralInquiry, 0, 0, 10, MAX\_INQUIRY\_RESULTS, GAP\_Event\_Callback, (unsigned long) NULL);*

#### API Prototype

*int BTPSAPI GAP\_Perform\_Inquiry(unsigned int BluetoothStackID, GAP\_Inquiry\_Type\_t GAP\_Inquiry\_Type, unsigned int MinimumPeriodLength, unsigned int MaximumPeriodLength, unsigned int InquiryLength, unsigned int MaximumResponses, GAP\_Event\_Callback\_t GAP\_Event\_Callback, unsigned long CallbackParameter);*

**Description of API**

This function is provided to allow a mechanism for starting an Inquiry Scan Procedure. The first parameter to this function is the Bluetooth Protocol Stack of the Bluetooth Device that is to perform the Inquiry. The second parameter is the type of Inquiry to perform. The third and fourth parameters are the Minimum and Maximum Period Lengths which are specified in seconds (only valid in case a Periodic Inquiry is to be performed). The fifth parameter is the Length of Time to perform the Inquiry, specified in seconds. The sixth parameter is the Number of Responses to wait for. The final two parameters represent the Callback Function (and parameter) that is to be called when the specified Inquiry has completed. This function returns zero is successful, or a negative return error code if an Inquiry was unable to be performed. Only ONE Inquiry can be performed at any given time. Calling this function with an outstanding Inquiry is in progress will fail. The caller can call the GAP\_Cancel\_Inquiry() function to cancel a currently executing Inquiry procedure. The Minimum and Maximum Inquiry Parameters are optional and, if specified, represent the Minimum and Maximum Periodic Inquiry Periods. The called should set BOTH of these values to zero if a simple Inquiry Procedure is to be used (Non-Periodic). If these two parameters are specified, then these two parameters must satisfy the following formula:

MaximumPeriodLength > MinimumPeriodLength > InquiryLength

**DisplayInquiryList****Description**

The DisplayInquiryList command exists to display the current Inquiry List with indexes. This command is useful for when a user has forgotten the Inquiry Index for a particular Bluetooth Device the user may want to interact with. This function returns zero on a successful execution and a negative value on all errors. The command requires that a valid Bluetooth Stack ID exists before running and it should be called after using the Inquiry command, since the list would be empty without already discovering devices.

**Parameters**

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the Inquiry List displayed.

**Possible Return Values**

(0) Successful Display of the Inquiry List

(-8) INVALID\_STACK\_ID\_ERROR

**Pair****Description**

The Pair command is responsible for initiating bonding with a remote Bluetooth Device. The function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to pair and the device must not already be connected to any device (including the one it tries to pair with). It is also important to note that the use of the Inquiry command before calling Pair is necessary to connect to a remote device. Both General and Dedicated bonding are supported.

**Parameters**

The Pair command requires one or two parameters with specific values in order to work successfully. The first parameter is the Inquiry Index of the remote Bluetooth Device. This parameter is always necessary. This can be found after an Inquiry or displayed when the command DisplayInquiryList is used. If the desired remote device does not appear in the list, it cannot be paired with. The second parameter is the bonding type used for the pairing procedure. It is an optional parameter which is only required if General Bonding is desired for the connection. This must be specified as either 0 (for Dedicated Bonding) or 1 (for General Bonding). If only one parameter is given, the Bonding Type will be Dedicated Bonding.

**Command Call Examples**

"Pair 5 0" Attempts to pair with the remote device at the fifth Inquiry Index using Dedicated Bonding.

"Pair 5" Is the exact same as the above example. If no parameters, the Bonding Type will be Dedicated.

"Pair 8 1" Attempts to pair with the remote device at the eighth Inquiry Index using General Bonding.

**Possible Return Values**

(0) Successful Pairing

(-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID

(-1) BTPS\_ERROR\_INVALID\_PARAMETER

(-59) BTPS\_ERROR\_ADDING\_CALLBACK\_INFORMATION

(-8) BTPS\_ERROR\_DEVICE\_HCI\_ERROR

**API Call**

*GAP\_Initiate\_Bonding(BluetoothStackID, InquiryResultList[(TempParam->Params[0].intParam - 1)], BondingType, GAP\_Event\_Callback, (unsigned long)0);*

**API Prototype**

```
int BTPSAPI GAP_Initiate_Bonding(unsigned int BluetoothStackID, BD_ADDR_t BD_ADDR, GAP_Bonding_Type_t GAP_Bonding_Type, GAP_Event_Callback_t GAP_Event_Callback, unsigned long CallbackParameter);
```

**Description of API**

This function is provided to allow a means to Initiate a Bonding Procedure. This function can perform both General and Dedicated Bonding based upon the type of Bonding requested. This function accepts as input, the Bluetooth Protocol Stack ID of the Local Bluetooth device that is perform the Bonding, the Remote Bluetooth address of the Device to Bond with, the type of bonding to perform, and the GAP Event Callback Information that will be used to handle Authentication Events that will follow if this function is successful. If this function is successful, then all further information will be returned through the Registered GAP Event Callback. It should be noted that if this function returns success that it does NOT mean that the Remote Device has successfully Bonded with the Local Device, ONLY that the Remote Device Bonding Process has been started. This function will only succeed if a Physical Connection to the specified Remote Bluetooth device does NOT already exist. This function will connect to the Bluetooth device and begin the Bonding Process. If General Bonding is specified, then the Link is maintained, and will NOT be terminated until the GAP\_End\_Bonding function has been called. This will allow any higher level initialization that is needed on the same physical link. If Dedicated Bonding is performed, then the Link is terminated automatically when the Authentication Process has completed. Due to the asynchronous nature of this process, the GAP Event Callback that is specified will inform the caller of any Events and/or Data that is part of the Authentication Process. The GAP\_Cancel\_Bonding function can be called at any time to end the Bonding Process and terminate the link (regardless of which Bonding method is being performed). When using General Bonding, if an L2CAP Connection is established over the Bluetooth Link that was initiated with this function, the Bluetooth Protocol Stack MAY or MAY NOT terminate the Physical Link when (and if) an L2CAP Disconnect Request (or Response) is issued. If this occurs, then calling the GAP\_End\_Bonding function will have no effect (the GAP\_End\_Bonding function will return an error code in this case).

**EndPairing****Description**

The EndPairing command is responsible for ending a previously initiated bonding session with a remote device. The function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to end pairing and the device must already be connected to a remote device. It is also important to note that the use of the Pair and Inquiry commands before calling EndPairing are necessary to disconnect from a remote device.

**Parameters**

The EndPairing command requires one parameter which is the Inquiry Index of the Remote Bluetooth Device. This value can be found after an Inquiry or displayed when the command DisplayInquiryList is used. It should be the same value as the first parameter used in the Pair command, unless a new Inquiry has been called after pairing. If this is the case, find the Bluetooth Address of the device used in the Pair command.

**Command Call Examples**

"EndPairing 5" Attempts to end pairing with the remote device at the fifth Inquiry Index.

"EndPairing 8" Attempts to end pairing with the remote device at the eighth Inquiry Index.

**Possible Return Values**

- (0) Successful End Pairing
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-1) BTPS\_ERROR\_INVALID\_PARAMETER
- (-58) BTPS\_ERROR\_INVALID\_MODE
- (-4) FUNCTION\_ERROR
- (-6) INVALID\_PARAMETERS\_ERROR
- (-8) INVALID\_STACK\_ID\_ERROR

**API Call**

```
GAP_End_Bonding(BluetoothStackID, InquiryResultList[(TempParam->Params[o].iParam - 1)]);
```

**API Prototype**

```
int BTPSAPI GAP_Initiate_Bonding(unsigned int BluetoothStackID, BD_ADDR_t BD_ADDR, GAP_Bonding_Type_t GAP_Bonding_Type, GAP_Event_Callback_t GAP_Event_Callback, unsigned long CallbackParameter);
```

**Description of API**

This function is provided to allow a means to terminate a connection that was established via a call to the GAP\_Initiate\_Bonding function (that specified general bonding as the bonding type to perform). This function has NO effect if the bonding procedure was initiated using dedicated bonding (or the device is already disconnected). This function accepts the Bluetooth device address of the remote Bluetooth device that was specified to be bonded with (general bonding). This function terminates the ACL connection that was established and it guarantees that NO GAP Event Callbacks will be issued to the GAP Event Callback that was specified in the original GAP\_Initiate\_Bonding function call (if this function returns success).

## PINCodeResponse

### Description

The PINCodeResponse command is responsible for issuing a GAP Authentication Response with a PIN Code value specified via the input parameter. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function. The device must also be in the middle of an on-going Pairing operation that was started by the local device or a remote device.

### Parameters

The PINCodeResponse command requires one parameter which is the PIN Code used for authenticating the connection. This is a string value which can be up to 16 digits long. The initiator of the Pairing will see a message displayed during the Pairing Procedure to call this command. A responder will receive a message to call this command after the initiator has put in the PIN Code.

### Command Call Examples

"PINCodeResponse 1234" Attempts to set the PIN Code to "1234."

"PINCodeResponse 5921302312564542 Attempts to set the PIN Code to "5921302312564542." This value represents the longest PIN Code value of 16 digits.

### Possible Return Values

(0) Successful PIN Code Response

(-4) FUNCTION\_ERROR

(-6) INVALID\_PARAMETERS\_ERROR

(-8) INVALID\_STACK\_ID\_ERROR

(-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID

(-1) BTPS\_ERROR\_INVALID\_PARAMETER

(-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR

### API Call

*GAP\_Authentication\_Response(BluetoothStackID, CurrentRemoteBD\_ADDR, &GAP\_Authentication\_Information);*

### API Prototype

*int BTPSAPI GAP\_Authentication\_Response(unsigned int BluetoothStackID, BD\_ADDR\_t BD\_ADDR, GAP\_Authentication\_Information\_t \*GAP\_Authentication\_Information);*

### Description of API

This function is provided to allow a mechanism for the local device to respond to GAP authentication events. This function is used to specify the authentication information for the specified Bluetooth device. This function accepts as input, the Bluetooth protocol stack ID of the Bluetooth device that has requested the authentication action, and the authentication response information (specified by the caller).

## PassKeyResponse

### Description

The PassKeyResponse command is responsible for issuing a GAP Authentication Response with a Pass Key value via the input parameter. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function. The device must also be in the middle of an on-going Pairing operation that was started by the local device or a remote device.

### Parameters

The PassKeyResponse command requires one parameter which is the Pass Key used for authenticating the connection. This is a string value which can be up to 6 digits long (with a value between 0 and 999999).

### Command Call Examples

"PassKeyResponse 1234" Attempts to set the Pass Key to "1234."

"PassKeyResponse 999999" Attempts to set the Pass Key to "999999." This value represents the longest Pass Key value of 6 digits.

### Possible Return Values

(0) Successful Pass Key Response

(-4) FUNCTION\_ERROR

(-6) INVALID\_PARAMETERS\_ERROR

(-8) INVALID\_STACK\_ID\_ERROR



(-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID

(-1) BTPS\_ERROR\_INVALID\_PARAMETER

(-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR

#### API Call

*GAP\_Authentication\_Response(BluetoothStackID, CurrentRemoteBD\_ADDR, &GAP\_Authentication\_Information);*

#### API Prototype

*int BTPSAPI GAP\_Authentication\_Response(unsigned int BluetoothStackID, BD\_ADDR\_t BD\_ADDR, GAP\_Authentication\_Information\_t \*GAP\_Authentication\_Information);*

#### Description of API

This function is provided to allow a mechanism for the local device to respond to GAP authentication events. This function is used to specify the authentication information for the specified Bluetooth device. This function accepts as input, the Bluetooth protocol stack ID of the Bluetooth device that has requested the authentication action, and the authentication response information (specified by the caller).

## UserConfirmationResponse

#### Description

The UserConfirmationResponse command is responsible for issuing a GAP Authentication Response with a User Confirmation value via the input parameter. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function. The device must also be in the middle of an on-going Pairing operation that was started by the local device or a remote device.

#### Parameters

The UserConfirmationResponse command requires one parameter which is the User Confirmation value used for authenticating the connection. This is an integer value that must be either 1, to confirm the connection, or 0 to NOT confirm the Authentication and stop the Pairing Procedure.

#### Command Call Examples

"UserConfirmationResponse 0" Attempts to decline the connection made with a remote Bluetooth Device and cancels the Authentication Procedure.

"UserConfirmationResponse 1" Attempts to accept the connection made with a remote Bluetooth Device and confirm the Authentication Procedure.

#### Possible Return Values

(0) Successful User Confirmation Response

(-4) FUNCTION\_ERROR

(-6) INVALID\_PARAMETERS\_ERROR

(-8) INVALID\_STACK\_ID\_ERROR

(-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID

(-1) BTPS\_ERROR\_INVALID\_PARAMETER

(-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR

#### API Call

*GAP\_Authentication\_Response(BluetoothStackID, CurrentRemoteBD\_ADDR, &GAP\_Authentication\_Information);*

#### API Prototype

*int BTPSAPI GAP\_Authentication\_Response(unsigned int BluetoothStackID, BD\_ADDR\_t BD\_ADDR, GAP\_Authentication\_Information\_t \*GAP\_Authentication\_Information);*

#### Description of API

This function is provided to allow a mechanism for the local device to respond to GAP authentication events. This function is used to specify the authentication information for the specified Bluetooth device. This function accepts as input, the Bluetooth protocol stack ID of the Bluetooth device that has requested the authentication action, and the authentication response information (specified by the caller).

## SetDiscoverabilityMode

**Description**

The SetDiscoverabilityMode command is responsible for setting the Discoverability Mode of the local device. This command returns zero on successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function. If setting the device as Limited Discoverable, the device will be discoverable for 60 seconds; a General Discoverable device will always be discoverable.

**Parameters**

This command requires only one parameter which is an integer value that represents a Discoverability Mode. This value must be specified as 0 (for Non-Discoverable Mode), 1 (for Limited Discoverable Mode), or 2 (for General Discoverable Mode).

**Command Call Examples**

"SetDiscoverabilityMode 0" Attempts to change the Discoverability Mode of the Local Device to Non-Discoverable.

"SetDiscoverabilityMode 1" Attempts to change the Discoverability Mode of the Local Device to Limited Discoverable.

"SetDiscoverabilityMode 2" Attempts to change the Discoverability Mode of the Local Device to General Discoverable.

**Possible Return Values**

- (0) Successfully Set Discoverability Mode
- (-4) FUNCTION\_ERROR
- (-6) INVALID\_PARAMETERS\_ERROR
- (-8) INVALID\_STACK\_ID\_ERROR
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-5) BTPS\_ERROR\_GAP\_NOT\_INITIALIZED
- (-58) BTPS\_ERROR\_INVALID\_MODE
- (-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR
- (-64) BTPS\_ERROR\_INTERNAL\_ERROR
- (-1) BTPS\_ERROR\_INVALID\_PARAMETER

**API Call**

*GAP\_Set\_Discoverability\_Mode(BluetoothStackID, DiscoverabilityMode, (DiscoverabilityMode == dmLimitedDiscoverableMode)?60:0);*

**API Prototype**

*int BTPSAPI GAP\_Set\_Discoverability\_Mode(unsigned int BluetoothStackID, GAP\_Discoverability\_Mode\_t GAP\_Discoverability\_Mode, unsigned int Max\_Discoverable\_Time);*

**Description of API**

This function is provided to set the discoverability mode of the local Bluetooth device specified by the Bluetooth Protocol Stack that is specified by the Bluetooth protocol stack ID. The second parameter specifies the discoverability mode to place the local Bluetooth device into, and the third parameter species the length of time (in seconds) that the local Bluetooth device is to be placed into the specified discoverable mode (if mode is not specified as non-discoverable). At the end of this time (provided the time is not infinite), the local Bluetooth device will return to non-discoverable mode.

**SetConnectabilityMode****Description**

The SetConnectabilityMode command is responsible for setting the Connectability Mode of the local device. This command returns zero on successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function.

**Parameters**

This command requires only one parameter which is an integer value that represents a Discoverability Mode. This value must be specified as 0 (for Non-Connectable) or 1 (for Connectable).

**Command Call Examples**

"SetConnectabilityMode 0" Attempts to set the Local Device's Connectability Mode to Non-Connectable.

"SetConnectabilityMode 1" Attempts to set the Local Device's Connectability Mode to Connectable.

**Possible Return Values**

- (0) Successfully Set Connectability Mode
- (-4) FUNCTION\_ERROR
- (-6) INVALID\_PARAMETERS\_ERROR

(-8) INVALID\_STACK\_ID\_ERROR  
 (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-5) BTPS\_ERROR\_GAP\_NOT\_INITIALIZED  
 (-58) BTPS\_ERROR\_INVALID\_MODE  
 (-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR

**API Call**

*GAP\_Set\_Connectability\_Mode(BluetoothStackID, ConnectableMode);*


**API Prototype**

*int BTPSAPI GAP\_Set\_Connectability\_Mode(unsigned int BluetoothStackID, GAP\_Connectability\_Mode\_t GAP\_Connectability\_Mode);*

**Description of API**

This function is provided to set the connectability mode of the local Bluetooth device specified by the Bluetooth protocol stack that is specified by the Bluetooth protocol stack ID. The second parameter specifies the connectability mode to place the local Bluetooth device into.

**SetPairabilityMode**

 **Note:** This application uses Secure Simple Pairing by default. Once SSP is enabled it cannot be disabled unless the Bluetooth controller is reset, this is a requirement of the Bluetooth specification. To use legacy pairing with this application it's source code must be modified by changing the PairabilityMode parameter of GAP\_Set\_Pairability\_Mode() to pairable mode.

**Description**

The SetPairabilityMode command is responsible for setting the Pairability Mode of the local device. This command returns zero on successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function.

**Parameters**

This command requires only one parameter which is an integer value that represents a Pairability Mode. This value must be specified as 0 (for Non-Pairable), 1 (for Pairable), or 2 (for Secure Simple Pairing).

**Command Call Examples**

"SetPairabilityMode 0" Attempts to set the Pairability Mode of the Local Device to Non-Pairable.

"SetPairabilityMode 1" Attempts to set the Pairability Mode of the Local Device to Pairable.

"SetPairabilityMode 2" Attempts to set the Pairability Mode of the Local Device to Secure Simple Pairing.

**Possible Return Values**

(0) Successfully Set Pairability Mode  
 (-4) FUNCTION\_ERROR  
 (-6) INVALID\_PARAMETERS\_ERROR  
 (-8) INVALID\_STACK\_ID\_ERROR  
 (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-5) BTPS\_ERROR\_GAP\_NOT\_INITIALIZED  
 (-58) BTPS\_ERROR\_INVALID\_MODE

**API Call**

*GAP\_Set\_Pairability\_Mode(BluetoothStackID, PairabilityMode);*

**API Prototype**

*int BTPSAPI GAP\_Set\_Pairability\_Mode(unsigned int BluetoothStackID, GAP\_Pairability\_Mode\_t GAP\_Pairability\_Mode);*

**Description of API**

This function is provided to set the pairability mode of the local Bluetooth device. The second parameter specifies the pairability mode to place the local Bluetooth device into. If secure simple pairing (SSP) pairing mode is specified, then SSP \*MUST\* be used for all pairing operations. The device can be placed into non pairable mode after this, however, if pairing is re-enabled, it \*MUST\* be set to pairable with SSP enabled.

## SetBaudRate

### Description

The SetBaudRate command is responsible for changing the current Baud Rate used to talk to the Radio. This function ONLY configures the Baud Rate for a TI Bluetooth chipset. This command requires that a valid Bluetooth Stack ID exists.

### Parameters

This command requires one parameter. The value is an integer representing a value used for the Baud Rate. The options are 0 (for Baud Rate of 115200), 1 (for Baud Rate 230400), 2 (for Baud Rate 460800), 3 (for Baud Rate 921600), 4 (for Baud Rate 1843200), or 5 (for Baud Rate 3686400). The maximum baud rate default is 921600 so options 4 and 5 are disable.

### Command Call Examples

"SetBaudRate 0" Attempts to set the Baud Rate to 115200.  
 "SetBaudRate 1" Attempts to set the Baud Rate to 230400.  
 "SetBaudRate 2" Attempts to set the Baud Rate to 460800.  
 "SetBaudRate 3" Attempts to set the Baud Rate to 921600.

### Possible Return Values

(0) Successfully Set Baud Rate  
 (-4) FUNCTION\_ERROR  
 (-6) INVALID\_PARAMETERS\_ERROR  
 (-8) INVALID\_STACK\_ID\_ERROR  
 (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID

### API Call

```
HCI_Reconfigure_Driver(BluetoothStackID, FALSE, &(Data.DriverReconfigureData));
```

### API Prototype

```
int BTPSAPI HCI_Reconfigure_Driver(unsigned int BluetoothStackID, Boolean_t ResetStateMachines, HCI_Driver_Reconfigure_Data_t *DriverReconfigureData);
```

### Description of API

This function issues the appropriate call to an HCI driver to request the HCI Driver to reconfigure itself with the corresponding configuration information.

## ChangeSimplePairingParameters

### Description

The ChangeSimplePairingParameters command is responsible for changing the Secure Simple Pairing Parameters that are exchanged during the Pairing procedure when Secure Simple Pairing (Security Level 4) is used. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function. The IOCapability and MITMProtection values are stored in static global variables which are used for Secure Simple Pairing.

### Parameters

This command requires two parameters which are the I/O Capability and the MITM Requirement. The first parameter must be specified as 0 (for Display Only), 1 (for Display Yes/No), 2 (for Keyboard Only), or 3 (for No Input/Output). The second parameter must be specified as 0 (for No MITM) or 1 (for MITM required).

### Command Call Examples

"ChangeSimplePairingParameters 3 0" Attempts to set the I/O Capability to No Input/Output and turns off MITM Protection.  
 "ChangeSimplePairingParameters 2 1" Attempts to set the I/O Capability to Keyboard Only and activates MITM Protection.  
 "ChangeSimplePairingParameters 1 1" Attempts to set the I/O Capability to Display Yes/No and activates MITM Protection.

**Possible Return Values**

- (0) Successfully Pairing Parameters Change
- (-6) INVALID\_PARAMETERS\_ERROR
- (-8) INVALID\_STACK\_ID\_ERROR

**GetLocalAddress****Description**

The GetLocalAddress command is responsible for querying the Bluetooth Device Address of the local Bluetooth Device. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function.

**Parameters**

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the Query.

**Possible Return Values**

- (0) Successfully Query Local Address
- (-1) BTPS\_ERROR\_INVALID\_PARAMETER
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-8) INVALID\_STACK\_ID\_ERROR
- (-4) FUNCTION\_ERROR

**API Call**

*GAP\_Query\_Local\_BD\_ADDR(BluetoothStackID, &BD\_ADDR);*

**API Prototype**

*int BTPSAPI GAP\_Query\_Local\_BD\_ADDR(unsigned int BluetoothStackID, BD\_ADDR\_t \*BD\_ADDR);*

**Description of API**

This function is responsible for querying (and reporting) the device address of the local Bluetooth device. The second parameter is a pointer to a buffer that is to receive the device address of the local Bluetooth device. If this function is successful, the buffer that the BD\_ADDR parameter points to will be filled with the device address read from the local Bluetooth device. If this function returns a negative value, then the device address of the local Bluetooth device was NOT able to be queried (error condition).

**SetLocalName****Description**

The SetLocalName command is responsible for setting the name of the local Bluetooth Device to a specified name. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function.

**Parameters**

One parameter is necessary for this command. The specified device name must be the only parameter (which means there should not be spaces in the name or only the first section of the name will be set).

**Command Call Examples**

"SetLocalName New\_Bluetooth\_Device\_Name" Attempts to set the Local Device Name to "New\_Bluetooth\_Device\_Name."

"SetLocalName New Bluetooth Device Name" Attempts to set the Local Device Name to "New Bluetooth Device Name" but only sets the first parameter, which would make the Local Device Name "New."

"SetLocalName MSP430" Attempts to set the Local Device Name to "MSP430."

**Possible Return Values**

- (0) Successfully Set Local Device Name
- (-1) BTPS\_ERROR\_INVALID\_PARAMETER
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID

(-8) INVALID\_STACK\_ID\_ERROR  
 (-4) FUNCTION\_ERROR  
 (-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR

#### API Call

*GAP\_Set\_Local\_Device\_Name(BluetoothStackID, TempParam->Params[o].strParam);*

#### API Prototype

*int BTPSAPI GAP\_Set\_Local\_Device\_Name(unsigned int BluetoothStackID, char \*Name);*

#### Description of API

This function is provided to allow the changing of the device name of the local Bluetooth device. The Name parameter must be a pointer to a NULL terminated ASCII string of at most MAX\_NAME\_LENGTH (not counting the trailing NULL terminator). This function will return zero if the local device name was successfully changed, or a negative return error code if there was an error condition.

## GetLocalName

#### Description

This function is responsible for querying the name of the local Bluetooth Device. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function.

#### Parameters

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the Query.

#### Possible Return Values

(o) Successfully Queried Local Device Name  
 (-8) INVALID\_STACK\_ID\_ERROR  
 (-4) FUNCTION\_ERROR  
 (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-1) BTPS\_ERROR\_INVALID\_PARAMETER  
 (-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR  
 (-65) BTPS\_ERROR\_INSUFFICIENT\_BUFFER\_SPACE

#### API Call

*GAP\_Query\_Local\_Device\_Name(BluetoothStackID, 257, (char \*)LocalName);*

#### API Prototype

*int BTPSAPI GAP\_Query\_Local\_Device\_Name(unsigned int BluetoothStackID, unsigned int NameBufferLength, char \*NameBuffer);*

#### Description of API

This function is responsible for querying (and reporting) the user friendly name of the local Bluetooth device. The final parameters to this function specify the buffer and buffer length of the buffer that is to receive the local device name. The NameBufferLength parameter should be at least (MAX\_NAME\_LENGTH+1) to hold the maximum allowable device name (plus a single character to hold the NULL terminator). If this function is successful, this function returns zero, and the buffer that NameBuffer points to will be filled with a NULL terminated ASCII representation of the local device name. If this function returns a negative value, then the local device name was NOT able to be queried (error condition).

## SetClassOfDevice

#### Description

The SetClassOfDevice command is responsible for setting the Class of Device of the local Bluetooth Device to a Class of Device value. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function.

**Parameters**

The only parameter needed is the new Class of Device value. It is preferred to start the value with “ox” and use a six digit value after that. Without doing this, the Class of Device written will be assumed decimal and will be converted to hexadecimal format and change the values given.

**Command Call Examples**

"SetClassOfDevice 0x123456" Attempts to set the Class of Device for the local Bluetooth Device to "0x123456."

"SetClassOfDevice 123456" Attempts to set the Class of Device for the local Bluetooth Device to "0x01E240" which is equivalent to the decimal value of 123456.

**Possible Return Values**

- (0) Successfully Set Local Class of Device
- (-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-8) INVALID\_STACK\_ID\_ERROR
- (-4) FUNCTION\_ERROR
- (-5) BTPS\_ERROR\_GAP\_NOT\_INITIALIZED

**API Call**

*GAP\_Set\_Class\_of\_Device(BluetoothStackID, Class\_of\_Device);*

**API Prototype**

*int BTPSAPI GAP\_Set\_Class\_Of\_Device(unsigned int BluetoothStackID, Class\_of\_Device\_t Class\_of\_Device);*

**Description of API**

This function is provided to allow the changing of the class of device of the local Bluetooth device. The Class\_of\_Device parameter represents the class of device value that is to be written to the local Bluetooth device. This function will return zero if the class of device was successfully changed, or a negative return error code if there was an error condition.

**GetClassOfDevice****Description**

The GetClassOfDevice command is responsible for querying the Bluetooth Class of Device of the local Bluetooth Device. This function returns zero on a successful execution and a negative value on all errors. A Bluetooth Stack ID must exist before attempting to call this function.

**Parameters**

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the Query.

**Possible Return Values**

- (0) Successfully Queried Local Class of Device
- (-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-8) INVALID\_STACK\_ID\_ERROR
- (-4) FUNCTION\_ERROR
- (-1) BTPS\_ERROR\_INVALID\_PARAMETER

**API Call**

*GAP\_Query\_Class\_Of\_Device(BluetoothStackID, &Class\_of\_Device);*

**API Prototype**

*int BTPSAPI GAP\_Query\_Class\_Of\_Device(unsigned int BluetoothStackID, Class\_of\_Device\_t \*Class\_of\_Device);*

**Description of API**

This function is responsible for querying (and reporting) the class of device of the local Bluetooth device. The second parameter is a pointer to a class of device buffer that is to receive the Bluetooth class of device of the local device. If this function is successful, this function returns zero, and the buffer that Class\_Of\_Device points to will be filled with the Class of Device read from the local Bluetooth device. If there is an error, this function returns a negative value, and the class of device of the local Bluetooth device is NOT copied into the specified input buffer.

## GetRemoteName

### Description

The GetRemoteName command is responsible for querying the Bluetooth Device Name of a Remote Device. This function returns zero on a successful execution and a negative value on all errors. The command requires that a valid Bluetooth Stack ID exists before running and it should be called after using the Inquiry command. The DisplayInquiryList command would be useful in this situation to find which Remote Device goes with which Inquiry Index.

### Parameters

The GetRemoteName command requires one parameter which is the Inquiry Index of the Remote Bluetooth Device. This value can be found after an Inquiry or displayed when the command DisplayInquiryList is used.

### Command Call Examples

"GetRemoteName 5" Attempts to query the Device Name for the Remote Device that is at the fifth Inquiry Index.

"GetRemoteName 8" Attempts to query the Device Name for the Remote Device that is at the eighth Inquiry Index.

### Possible Return Values

(0) Successfully Queried Remote Name

(-6) INVALID\_PARAMETERS\_ERROR

(-4) FUNCTION\_ERROR

(-8) INVALID\_STACK\_ID\_ERROR

(-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID

(-1) BTPS\_ERROR\_INVALID\_PARAMETER

(-59) BTPS\_ERROR\_ADDING\_CALLBACK\_INFORMATION

(-57) BTPS\_ERROR\_DEVICE\_HCI\_ERROR

### API Call

*GAP\_Query\_Remote\_Device\_Name(BluetoothStackID, InquiryResultList[(TempParam->Params[o].intParam – 1)], GAP\_Event\_Callback, (unsigned long)o);*

### API Prototype

*int BTPSAPI GAP\_Query\_Remote\_Device\_Name(unsigned int BluetoothStackID, BD\_ADDR\_t BD\_ADDR, GAP\_Event\_Callback\_t GAP\_Event\_Callback, unsigned long CallbackParameter);*

### Description of API

This function is provided to allow a mechanism to query the user-friendly Bluetooth device name of the specified remote Bluetooth device. This function accepts as input the Bluetooth device address of the remote Bluetooth device to query the name of and the GAP event callback information that is to be used when the remote device name process has completed. This function returns zero if successful, or a negative return error code if the remote name request was unable to be submitted. If this function returns success, then the caller will be notified via the specified callback when the remote name information has been determined (or there was an error). This function cannot be used to determine the user-friendly name of the local Bluetooth device. The GAP\_Query\_Local\_Name function should be used to query the user-friendly name of the local Bluetooth device. Because this function is asynchronous in nature (specifying a remote device address), this function will notify the caller of the result via the specified callback. The caller is free to cancel the remote name request at any time by issuing the GAP\_Cancel\_Query\_Remote\_Name function and specifying the Bluetooth device address of the Bluetooth device that was specified in the original call to this function. It should be noted that when the callback is cancelled, the operation is attempted to be cancelled and the callback is cancelled (i.e. the GAP module still might perform the remote name request, but no callback is ever issued).

## A3DP Profile Commands

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## OpenSink

### Description

The following function is responsible for initializing AUD if necessary, and initializing the A3DP subsystem.

### Parameters

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of OpenSink.



**Possible Return Values**

- (0) A3DP Endpoint opened successfully
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-4) FUNCTION\_ERROR
- (-8) INVALID\_STACK\_ID\_ERROR
- (-2001) BTAUD\_ERROR\_NOT\_INITIALIZED
- (-2002) BTAUD\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-2005) BTAUD\_ERROR\_ALREADY\_CONNECTED
- (-2008) BTAUD\_ERROR\_STREAM\_NOT\_INITIALIZED
- (-2010) BTAUD\_ERROR\_STREAM\_ALREADY\_CONNECTED
- (-2013) BTAUD\_ERROR\_STREAM\_IS\_ACTIVE
- (-2032) BTAUD\_ERROR\_STREAM\_CONNECTED

**API Call**

AUD\_Initialize(BluetoothStackID, NULL, &InitializationInfoSNK, AUD\_Event\_Callback, 0)

**API Prototype**

int BTPSAPI AUD\_Initialize(unsigned int BluetoothStackID, AUD\_Initialization\_Info\_t \*SRCInitializationInfo, AUD\_Initialization\_Info\_t \*SNKInitializationInfo, AUD\_Event\_Callback\_t EventCallback, unsigned long CallbackParameter)

**Description of API**

The following function is responsible for Registering an Audio Manager. Note that only one Audio Manager can be Registered for each Bluetooth stack. This function accepts the Bluetooth stack ID of the Bluetooth stack which this Server is to be associated with. The second parameter to this function is the Audio Manager Configuration Specification. The final two parameters specify the Audio Manager Event Callback function and Callback parameter, respectively, of the Audio Manager Event Callback that is to process any further events associated with this Audio Manager. This function returns zero if successful, or a negative return error code if an error occurred (see BTERRORS.H).

**CloseSink**

**Description**

The following function is responsible for cleaning up AUD and the A3DP stream, if the stream is opened and/or playing. **Parameters**

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the query.

**Possible Return Values**

- (0) A3DP Endpoint opened successfully
- (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-4) FUNCTION\_ERROR
- (-8) INVALID\_STACK\_ID\_ERROR
- (-2001) BTAUD\_ERROR\_NOT\_INITIALIZED
- (-2002) BTAUD\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID
- (-2011) BTAUD\_ERROR\_STREAM\_NOT\_CONNECTED (-2014) BTAUD\_ERROR\_STREAM\_IS\_NOT\_ACTIVE

**API Call**

AUD\_Un\_Initialize(BluetoothStackID);

**API Prototype**

int BTPSAPI AUD\_Un\_Initialize(unsigned int BluetoothStackID)

**Description of API**

The following function is responsible for Unregistering an Audio Manager (which was Registered by a successful call to either the AUD\_Initialize() function. This function accepts as input the Bluetooth stack ID of the Bluetooth protocol stack that the Audio Manager was registered for. This function returns zero if successful, or a negative return error code if an error occurred see BTERRORS.H).

**RemotePlay**

**Description**

This function is responsible for handling an AVRCP Play command issued by the user.

**Parameters**

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the query.

**Possible Return Values**

(0) A3DP Endpoint opened successfully  
 (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-4) FUNCTION\_ERROR  
 (-8) INVALID\_STACK\_ID\_ERROR  
 (-2001) BTAUD\_ERROR\_NOT\_INITIALIZED  
 (-2002) BTAUD\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-2007) BTAUD\_ERROR\_UNABLE\_TO\_INITIALIZE\_AVCTP  
 (-2008) BTAUD\_ERROR\_STREAM\_NOT\_INITIALIZED  
 (-2009) BTAUD\_ERROR\_UNABLE\_TO\_CONNECT\_REMOTE\_STREAM (-2011) BTAUD\_ERROR\_STREAM\_NOT\_CONNECTED  
 (-2014) BTAUD\_ERROR\_STREAM\_IS\_NOT\_ACTIVE  
 (-2015) BTAUD\_ERROR\_STREAM\_STATE\_ALREADY\_CURRENT  
 (-2016) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_STATE  
 (-2017) BTAUD\_ERROR\_STREAM\_STATE\_CHANGE\_IN\_PROGRESS  
 (-2018) BTAUD\_ERROR\_STREAM\_FORMAT\_CHANGE\_IN\_PROGRESS  
 (-2019) BTAUD\_ERROR\_UNSUPPORTED\_FORMAT  
 (-2020) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_FORMAT  
 (-2021) BTAUD\_ERROR\_SAME\_FORMAT  
 (-2022) BT\_AUD\_ERROR\_RETRIEVING\_SUPPORTED\_FORMATS  
 (-2023) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_STREAM\_DATA  
 (-2024) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_REMOTE\_CONTROL\_COMMAND  
 (-2026) BTAUD\_ERROR\_REMOTE\_DEVICE\_NOT\_CONNECTED  
 (-2027) BTAUD\_ERROR\_REMOTE\_CONTROL\_NOT\_CONNECTED  
 (-2028) BTAUD\_ERROR\_INVALID\_REMOTE\_CONTROL\_DATA  
 (-2029) BTAUD\_ERROR\_REMOTE\_CONTROL\_ALREADY\_CONNECTED  
 (-2030) BTAUD\_ERROR\_REMOTE\_CONTROL\_CONNECTION\_IN\_PROGRESS  
 (-2031) BTAUD\_ERROR\_REMOTE\_CONTROL\_NOT\_INITIALIZED

**API Call**

```
SendRemoteControlCommand(rcPlay);
```

**API Prototype**

```
int SendRemoteControlCommand(RemoteControlCommand_t Command)
```

**Description of API**

The following function is used to send the specified remote control to the currently connected remote control device.

**RemotePause****Description**

This function is responsible for handling an AVRCP Pause command issued by the user.

**Parameters**

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the query.

**Possible Return Values**

(0) A3DP Endpoint opened successfully  
 (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-4) FUNCTION\_ERROR  
 (-8) INVALID\_STACK\_ID\_ERROR  
 (-2001) BTAUD\_ERROR\_NOT\_INITIALIZED  
 (-2002) BTAUD\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-2007) BTAUD\_ERROR\_UNABLE\_TO\_INITIALIZE\_AVCTP  
 (-2008) BTAUD\_ERROR\_STREAM\_NOT\_INITIALIZED  
 (-2009) BTAUD\_ERROR\_UNABLE\_TO\_CONNECT\_REMOTE\_STREAM  
 (-2011) BTAUD\_ERROR\_STREAM\_NOT\_CONNECTED

(-2014) BTAUD\_ERROR\_STREAM\_IS\_NOT\_ACTIVE  
 (-2015) BTAUD\_ERROR\_STREAM\_STATE\_ALREADY\_CURRENT  
 (-2016) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_STATE  
 (-2017) BTAUD\_ERROR\_STREAM\_STATE\_CHANGE\_IN\_PROGRESS  
 (-2018) BTAUD\_ERROR\_STREAM\_FORMAT\_CHANGE\_IN\_PROGRESS  
 (-2019) BTAUD\_ERROR\_UNSUPPORTED\_FORMAT  
 (-2020) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_FORMAT  
 (-2021) BTAUD\_ERROR\_SAME\_FORMAT  
 (-2022) BT\_AUD\_ERROR\_RETRIEVING\_SUPPORTED\_FORMATS  
 (-2023) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_STREAM\_DATA  
 (-2024) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_REMOTE\_CONTROL\_COMMAND  
 (-2026) BTAUD\_ERROR\_REMOTE\_DEVICE\_NOT\_CONNECTED  
 (-2027) BTAUD\_ERROR\_REMOTE\_CONTROL\_NOT\_CONNECTED  
 (-2028) BTAUD\_ERROR\_INVALID\_REMOTE\_CONTROL\_DATA  
 (-2029) BTAUD\_ERROR\_REMOTE\_CONTROL\_ALREADY\_CONNECTED  
 (-2030) BTAUD\_ERROR\_REMOTE\_CONTROL\_CONNECTION\_IN\_PROGRESS  
 (-2031) BTAUD\_ERROR\_REMOTE\_CONTROL\_NOT\_INITIALIZED

### API Call

```
SendRemoteControlCommand(rcPause);
```

### API Prototype

```
int SendRemoteControlCommand(RemoteControlCommand_t Command)
```

### Description of API

The following function is used to send the specified remote control to the currently connected remote control device.

## RemoteNext

### Description

This function is responsible for handling an AVRCP Next command issued by the user.

### Parameters

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the query.

### Possible Return Values

(0) A3DP Endpoint opened successfully  
 (-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-4) FUNCTION\_ERROR  
 (-8) INVALID\_STACK\_ID\_ERROR  
 (-2001) BTAUD\_ERROR\_NOT\_INITIALIZED  
 (-2002) BTAUD\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
 (-2007) BTAUD\_ERROR\_UNABLE\_TO\_INITIALIZE\_AVCTP  
 (-2008) BTAUD\_ERROR\_STREAM\_NOT\_INITIALIZED  
 (-2009) BTAUD\_ERROR\_UNABLE\_TO\_CONNECT\_REMOTE\_STREAM  
 (-2011) BTAUD\_ERROR\_STREAM\_NOT\_CONNECTED  
 (-2014) BTAUD\_ERROR\_STREAM\_IS\_NOT\_ACTIVE  
 (-2015) BTAUD\_ERROR\_STREAM\_STATE\_ALREADY\_CURRENT  
 (-2016) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_STATE  
 (-2017) BTAUD\_ERROR\_STREAM\_STATE\_CHANGE\_IN\_PROGRESS  
 (-2018) BTAUD\_ERROR\_STREAM\_FORMAT\_CHANGE\_IN\_PROGRESS  
 (-2019) BTAUD\_ERROR\_UNSUPPORTED\_FORMAT  
 (-2020) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_FORMAT  
 (-2021) BTAUD\_ERROR\_SAME\_FORMAT  
 (-2022) BT\_AUD\_ERROR\_RETRIEVING\_SUPPORTED\_FORMATS  
 (-2023) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_STREAM\_DATA

(-2024) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_REMOTE\_CONTROL\_COMMAND  
(-2026) BTAUD\_ERROR\_REMOTE\_DEVICE\_NOT\_CONNECTED  
(-2027) BTAUD\_ERROR\_REMOTE\_CONTROL\_NOT\_CONNECTED  
(-2028) BTAUD\_ERROR\_INVALID\_REMOTE\_CONTROL\_DATA  
(-2029) BTAUD\_ERROR\_REMOTE\_CONTROL\_ALREADY\_CONNECTED  
(-2030) BTAUD\_ERROR\_REMOTE\_CONTROL\_CONNECTION\_IN\_PROGRESS  
(-2031) BTAUD\_ERROR\_REMOTE\_CONTROL\_NOT\_INITIALIZED

**API Call**

SendRemoteControlCommand(rcNext);

**API Prototype**

int SendRemoteControlCommand(RemoteControlCommand\_t Command)

**Description of API**

The following function is used to send the specified remote control to the currently connected remote control device.

**RemotePrev**

**Description**

This function is responsible for handling an AVRCP Back command issued by the user.

**Parameters**

It is not necessary to include parameters when using this command. A parameter will have no effect on the outcome of the query.

**Possible Return Values**

(0) A3DP Endpoint opened successfully  
(-2) BTPS\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
(-4) FUNCTION\_ERROR  
(-8) INVALID\_STACK\_ID\_ERROR  
(-2001) BTAUD\_ERROR\_NOT\_INITIALIZED  
(-2002) BTAUD\_ERROR\_INVALID\_BLUETOOTH\_STACK\_ID  
(-2007) BTAUD\_ERROR\_UNABLE\_TO\_INITIALIZE\_AVCTP  
(-2008) BTAUD\_ERROR\_STREAM\_NOT\_INITIALIZED  
(-2009) BTAUD\_ERROR\_UNABLE\_TO\_CONNECT\_REMOTE\_STREAM  
(-2011) BTAUD\_ERROR\_STREAM\_NOT\_CONNECTED  
(-2014) BTAUD\_ERROR\_STREAM\_IS\_NOT\_ACTIVE  
(-2015) BTAUD\_ERROR\_STREAM\_STATE\_ALREADY\_CURRENT  
(-2016) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_STATE  
(-2017) BTAUD\_ERROR\_STREAM\_STATE\_CHANGE\_IN\_PROGRESS  
(-2018) BTAUD\_ERROR\_STREAM\_FORMAT\_CHANGE\_IN\_PROGRESS  
(-2019) BTAUD\_ERROR\_UNSUPPORTED\_FORMAT  
(-2020) BTAUD\_ERROR\_UNABLE\_TO\_CHANGE\_STREAM\_FORMAT  
(-2021) BTAUD\_ERROR\_SAME\_FORMAT  
(-2022) BT\_AUD\_ERROR\_RETRIEVING\_SUPPORTED\_FORMATS  
(-2023) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_STREAM\_DATA  
(-2024) BTAUD\_ERROR\_UNABLE\_TO\_SEND\_REMOTE\_CONTROL\_COMMAND  
(-2026) BTAUD\_ERROR\_REMOTE\_DEVICE\_NOT\_CONNECTED  
(-2027) BTAUD\_ERROR\_REMOTE\_CONTROL\_NOT\_CONNECTED  
(-2028) BTAUD\_ERROR\_INVALID\_REMOTE\_CONTROL\_DATA  
(-2029) BTAUD\_ERROR\_REMOTE\_CONTROL\_ALREADY\_CONNECTED

```
(-2030) BTAUD_ERROR_REMOTE_CONTROL_CONNECTION_IN_PROGRESS
(-2031) BTAUD_ERROR_REMOTE_CONTROL_NOT_INITIALIZED
```

**API Call**

```
SendRemoteControlCommand(rcBack);
```

**API Prototype**

```
int SendRemoteControlCommand(RemoteControlCommand_t Command)
```

**Description of API**

The following function is used to send the specified remote control to the currently connected remote control device.

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